

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously presented) A golf game machine having a dynamic shot mode selection mechanism wherein club swing/shot mode selection input operations are performed during a golf ball shot operation and which displays on a display device a gauge and a cursor moving on the gauge, along with a scene in which a ball hit by a player character is traveling in a game field according to a shot power and a hit location, the shot power being set in relation to a first detected position of the moving cursor, and the hit location being set in relation to a second detected cursor position at which movement of the cursor stops, the golf game machine dynamic swing mode selection mechanism comprising:

at least one controller having a plurality of control switches for permitting a user to provide a first input, a second input and a third input;

start cursor moving process programmed logic circuitry configured to receive said first input from the controller and start the cursor moving in response to the first input;

input processing programmed logic circuitry configured to receive, as said second input from the controller, an input by a first control switch among the plurality of control switches or by a second control switch among the plurality of control switches;

cursor first position processing programmed logic circuitry configured to

determine, when the second input by the first control switch is received by the input processing programmed logic circuitry, a position of the cursor at the time of receiving the second input as the cursor first position, and receives a third input from the controller and determines, as the cursor second position, a position of the cursor at the time of receiving the third input; and

cursor second position detecting programmed logic circuitry configured to determine, when the second input by the second control switch is received by the input programmed logic circuitry, a position of the cursor at the time of receiving the second input as the cursor first position, and determines a different position on the gauge as the cursor second position,

wherein different control switch activation patterns are recognized by the golf game machine to enable a player to dynamically select between a plurality of different golf shot/swing modes during each shot/swing operation.

2. (Previously presented) The golf game machine according to claim 1, wherein the cursor second position detecting programmed logic circuitry is configured to determine the second position so as to be randomly positioned every time the second input by the second control switch is received by the input receiving mechanism.

3. (Original) The golf game machine according to claim 2, further comprising a range setting mechanism which sets a range on the gauge and changes a width of the

range in response to at least one condition selected from the group consisting of circumstances of the ball, a golf club selected by a player, and characteristics of the player character, wherein

the second position determining mechanism determines the second position so as to be randomly positioned within the range set by the range setting mechanism.

4. (Previously Presented) The golf game machine according to claim 3, further comprising an area display mechanism which displays on the display device a random area and a meet area, along with the gauge, the random area indicating the range set by the range setting mechanism, and the meet area serving as an index for determining the second position.

5. (Original) The golf game machine according to claim 2, wherein the second position determining mechanism randomly determines the second position according to a random number.

6. (Original) The golf game machine according to claim 1, further comprising a control-switch image display mechanism which displays on the display device a first image and a second image after the first input is received by the moving start processing mechanism, the first image representing the first control switch, the second image representing the second control switch.

7. (Original) The golf game machine according to claim 1, further comprising:
a spin direction receiving mechanism which receives, as the third input, an input to a third control switch or a fourth control switch which is different from the third control switch, to select a spin direction of the ball;
a first direction setting mechanism which sets, when the input to the third control switch is received by the spin direction receiving mechanism, the spin direction of the ball to a first direction; and
a second direction setting mechanism which sets, when the input to the fourth control switch is received by the spin direction receiving mechanism, the spin direction of the ball to a second direction which is different from the first direction, wherein
the scene in which the player character hits the ball is displayed according to at least the shot power, the hit location, and the spin direction.

8. (Original) The golf game machine according to claim 7, further comprising a spin strength receiving mechanism which further receives, after the third input is received by the spin direction receiving mechanism, an input to the third control switch or the fourth control switch as a fourth input, to select a spin strength of the ball, wherein:

the first direction setting mechanism changes a spin strength of the first direction of the ball depending on when the input to the third control switch is received by the

spin strength receiving mechanism and when the input to the fourth control switch is received by the spin strength receiving mechanism; and

the second direction setting mechanism changes a spin strength of the second direction of the ball depending on when the input to the third control switch is received by the spin strength receiving mechanism and when the input to the fourth control switch is received by the spin strength receiving mechanism.

9. (Original) The golf game machine according to claim 8, further comprising a history image display mechanism which displays on the display device, when the second input to the first control switch is received by the input receiving mechanism, a history image showing a history of the control switches inputted as the third and fourth inputs.

10. (Currently amended) A golf game machine ~~having a dynamic shot mode selection mechanism~~ wherein ~~club swing/shot mode selection~~ hit location and shot power input operations are performed during a golf ball shot operation and which displays on a display device a gauge and a cursor moving on the gauge, along with a scene in which a ball hit by a player character is traveling in a game field according to a shot power and a hit location, the shot power being set in relation to a first detected position of the moving cursor, and the hit location being set in relation to a second detected cursor position at which movement of the cursor stops, the golf game machine ~~dynamic shot mode selection mechanism~~ comprising:

a controller having a plurality of control switches for permitting a user to provide a first input, a second input and a third input ;

a moving start processing mechanism which receives said first input to the controller and allows the cursor to start moving in response to the first input;

input receiving mechanism which receives a second input to the controller; and

a second position determining mechanism which determines, as the first position, a position of the cursor at the time of receiving the second input performed by the input receiving mechanism and, as the second position, a given position on the gauge.

11. (Original) The golf game machine according to claim 10, further comprising a range setting mechanism which sets a range on the gauge and changes a width of the range in response to at least one condition selected from the group consisting of circumstances of the ball, a golf club selected by a player, and characteristics of the player character, wherein

the second position determining mechanism determines the second position so as to be randomly positioned within the range set by the range setting mechanism.

12. (Previously Presented) The golf game machine according to claim 11, further comprising an area display mechanism which displays on the display device a random area and a meet area, along with the gauge, the random area indicating the range set by the range setting mechanism, and the meet area serving as an index for

determining the second position.

13. (Original) The golf game machine according to claim 10, wherein the second position determining mechanism randomly determines the second position according to a random number.

14. (Previously presented) A golf game machine having a dynamic shot mode selection mechanism wherein club swing/shot mode selection input operations are performed during a golf ball shot operation and which displays on a display device a gauge and a cursor moving on the gauge, along with a scene in which a ball hit by a player character is traveling in a game field according to a shot power and a hit location, the shot power being set in relation to a first detected position of the moving cursor, and the hit location being set in relation to a second detected cursor position at which movement of the cursor stops, the golf game machine dynamic shot mode selection mechanism comprising:

at least one controller having a plurality of control switches;

start cursor moving process programmed logic circuitry configured to receive a first input from the controller and start the cursor moving in response to the first input;

cursor first position processing programmed logic circuitry configured to receive a second input from the controller and determine, as the cursor first position, a position of the cursor at the time of receiving the second input;

cursor second position detecting programmed logic circuitry configured to receive, when the first and second inputs to the control switches present a first input pattern, a third input from the controller, and to determine, as the cursor second position, a position of the cursor at the time of receiving the third input; and

cursor third position determining programmed logic circuitry configured to determine, when the first and second inputs to the control switches present a second input pattern which is different from the first input pattern, a different position on the gauge as the cursor second position,

wherein different control switch activation input patterns are recognized by the golf game machine to enable a player to dynamically select between a plurality of different golf shot/swing modes during each shot/swing operation.

15. (Previously presented) A game machine having a dynamic operation mode selection mechanism wherein selection of one a plurality of different operation modes for controlling a game function is performed by a player during a predetermined game operation and which displays on a display device an image of a gauge and a cursor moving on the gauge, along with a scene in which an object moves in a game field according to a parameter of a moving distance of the object, which is set in relation to a first detected cursor position of the cursor, and a parameter of a moving direction of the object, which is set in relation to a second detected cursor position at which movement of the cursor stops, the game machine dynamic operation mode selection mechanism

comprising:

a controller having a plurality of control switches for permitting a user to provide a first input, a second input, and a third input;

a moving start processing mechanism which receives said first input to the controller and allows the cursor to start moving in response to the first input;

an input receiving mechanism which receives, as said second input to the controller, an input to a first control switch among the plurality of control switches or a second control switch among the plurality of control switches which is different from the first control switch;

a first position determining mechanism which determines, when the second input to the first control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and receives said third input to the controller and determines, as the second position, a position of the cursor at the time of receiving the third input; and

a second position determining mechanism which determines, when the second input to the second control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and determines a different position on the gauge as the second position,

wherein different control switch activation input patterns performed by a player during a course of a predetermined game operation are recognized by the game machine to enable that player to dynamically select between a plurality of different available

operation modes.

16. (Previously presented) A storage medium having stored thereon a golf game program to be executed by a computer of a game machine, the storage medium being readable by the computer, the game machine comprising a controller device having a plurality of control switches and a display device on which is displayed a gauge and a cursor moving on the gauge, along with a scene in which a ball hit by a player character travels in a game field according to a shot power and a hit location determined by a dynamic shot mode selection arrangement wherein golf club swing/shot mode selection input operations are performed during a golf ball shot operation by a player manipulating the controller device, the shot power being set in relation to a first detected cursor position of the cursor, and the hit location being set in relation to a second detected cursor position at which movement of the cursor stops, said golf game program configuring the computer to function as:

a moving start processing mechanism which receives a first input to the controller and allows the cursor to start moving according to the first input;

an input receiving mechanism which receives, as a second input to the controller, an input to a first control switch among the plurality of control switches or a second control switch among the plurality of control switches which is different from the first control switch;

a first position determining mechanism which determines, when the second input

to the first control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and receives a third input to the controller and determines a position of the cursor at the time of receiving the third input as the second position; and

a second position determining mechanism which determines, when the second input to the second control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and determines a given position on the gauge as the second position,

wherein different control switch activation input patterns are recognized by the game machine computer to enable a player manipulating the controller device to dynamically select between a plurality of different golf club swing/shot modes during each golf ball shot operation.

17. (Original) The storage medium according to claim 16, wherein the second position determining mechanism determines the second position so as to be randomly positioned every time the second input to the second control switch is received by the input receiving mechanism.

18. (Original) The storage medium according to claim 17, wherein:
the golf game program further allows the computer to function as a range setting mechanism which sets a range on the gauge and changes a width of the range in

response to at least one condition selected from the group consisting of circumstances of the ball, a golf club selected by a player, and characteristics of the player character; and

the second position determining mechanism determines the second position so as to be randomly positioned within the range set by the range setting mechanism.

19. (Previously Presented) The storage medium according to claim 18, wherein the golf game program further allows the computer to function as an area display mechanism which displays on the display device a random area and a meet area, along with the gauge, the random area indicating the range set by the range setting mechanism, and the meet area serving as an index for determining the second position .

20. (Original) The storage medium according to claim 17, wherein the second position determining mechanism randomly determines the second position according to a random number.

21. (Original) The storage medium according to claim 16, wherein the golf game program further allows the computer to function as a control-switch image display mechanism which displays on the display device a first image and a second image after the first input is received by the moving start processing mechanism , the first image representing the first control switch, the second image representing the second control switch.

22. (Original) The storage medium according to claim 16, wherein the golf game program further allows the computer to function as:

a spin direction receiving mechanism which receives, as the third input, an input to a third control switch or a fourth control switch which is different from the third control switch, to select a spin direction of the ball;

a first direction setting mechanism which sets, when the input to the third control switch is received by the spin direction receiving mechanism, the spin direction of the ball to a first direction; and

a second direction setting mechanism which sets, when the input to the fourth control switch is received by the spin direction receiving mechanism, the spin direction of the ball to a second direction which is different from the first direction, wherein

the scene in which the player character hits the ball is displayed according to at least the shot power, the hit location, and the spin direction.

23. (Original) The storage medium according to claim 22, wherein:

the golf game program further allows the computer to function as a spin strength receiving mechanism which further receives, after the third input is received by the spin direction receiving mechanism, an input to the third control switch or the fourth control switch as a fourth input, to select a spin strength of the ball;

the first direction setting mechanism changes a spin strength of the first direction

of the ball depending on when the input to the third control switch is received by the spin strength receiving mechanism and when the input to the fourth control switch is received by the spin strength receiving mechanism; and

the second direction setting mechanism changes a spin strength of the second direction of the ball depending on when the input to the third control switch is received by the spin strength receiving mechanism and when the input to the fourth control switch is received by the spin strength receiving mechanism.

24. (Original) The storage medium according to claim 23, wherein the golf game program further allows the computer to function as a history image display mechanism which displays on the display device, when the second input to the first control switch is received by the input receiving mechanism, a history image showing a history of the control switches inputted as the third and fourth inputs.

25. (Currently amended) A storage medium having stored thereon a golf game program to be executed by a computer of a game machine, the storage medium being readable by the computer, the game machine comprising a controller device having a plurality of control switches and a display device on which is displayed a gauge and a cursor moving on the gauge[[,]] along with a scene in which a ball hit by a player character travels in a game field according to a shot power and a hit location ~~determined by a dynamic shot mode selection arrangement wherein golf club swing/shot mode~~

~~selection input operations are performed during a golf ball shot operation by a player manipulating the controller device,~~ the shot power being set in relation to a first detected cursor position of the cursor, and the hit location being set in relation to a second detected cursor position at which movement of the cursor stops, said golf game program configuring the computer to function as:

a moving start processing mechanism which receives a first input to the controller and allows the cursor to start moving in response to the first input;

input receiving mechanism which receives a second input to the controller; and

a second position determining mechanism which determines, as the first position, a position of the cursor at the time of receiving the second input performed by the input receiving means and, as the second position, a given position on the gauge.

26. (Original) The storage medium according to claim 25, wherein:

the golf game program further allows the computer to function as a range setting mechanism which sets a range on the gauge and changes a width of the range in response to at least one condition selected from the group consisting of circumstances of the ball, a golf club selected by a player, and characteristics of the player character; and

the second position determining mechanism determines the second position so as to be randomly positioned within the range set by the range setting mechanism.

27. (Previously Presented) The storage medium according to claim 26, wherein

the golf game program further allows the computer to function as an area display mechanism which displays on the display device a random area and a meet area, along with the gauge, the random area indicating the range set by the range setting mechanism, and the meet area serving as an index for determining the second position .

28. (Original) The storage medium according to claim 25, wherein the second position determining mechanism randomly determines the second position according to a random number.

29. (Previously presented) A storage medium having stored thereon a golf game program to be executed by a computer of a game machine, the storage medium being readable by the computer, the game machine comprising a controller device having a plurality of control switches and a display device on which is displayed a gauge and a cursor moving on the gauge, along with a scene in which a ball hit by a player character travels in a game field according to a shot power and a hit location determined by a dynamic shot mode selection arrangement wherein golf club swing/shot mode selection input operations are performed during a golf ball shot operation by a player manipulating the controller device, the shot power being set in relation to a first detected cursor position of the cursor, and the hit location being set in relation to a second detected cursor position at which movement of the cursor stops, said golf game program configuring the computer to function as:

a moving start processing mechanism which receives a first input to the controller and allows the cursor to start moving in response to the first input;

a first position determining mechanism which receives a second input to the controller and determines, as the first position, a position of the cursor at the time of receiving the second input;

a second position determining mechanism which receives, when the first and second inputs to the control switches present a first input pattern, a third operation to the controller, and determines, as the second position, a position of the cursor at the time of receiving the third input; and

third position determining mechanism which determines, when the first and second inputs to the control switches present a second input pattern which is different from the first input pattern, a given position on the gauge as the second position,

wherein different control switch activation input patterns are recognized by the game machine computer to enable a player manipulating the controller device to dynamically select between a plurality of different golf club swing/shot modes during each golf ball shot operation.

30. (Previously Presented) A storage medium having stored thereon a game program to be executed by a computer of a game machine, the storage medium being readable by the computer, the game machine comprising a controller device having a plurality of control switches and a display device on which is displayed a gauge and a

cursor moving on the gauge, along with a scene in which an object moves in a game field according to a parameter of a moving distance of the object, which is set in relation to a first detected cursor position of the cursor, and a parameter of a moving direction of the object, which is set in relation to a second detected cursor position at which movement of the cursor stops, the game program having a dynamic operation mode selection arrangement wherein selection of one a plurality of different available operation modes for controlling movement of the object is performed by a player during a predetermined game operation, said game program configuring the computer to function as:

a moving start processing mechanism which receives a first input to the controller and allows the cursor to start moving in response to the first input;

an input receiving mechanism which receives, as a second input to the controller, an input to a first control switch among the plurality of control switches or a second control switch among the plurality of control switches which is different from the first control switch;

a first position determining mechanism which determines, when the second input to the first control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and receives a third input to the controller and determines, as the second position, a position of the cursor at the time of receiving the third input; and

a second position determining mechanism which determines, when the second

input to the second control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and determines a given position on the gauge as the second position,

wherein different control switch activation input patterns performed by a player during a course of a predetermined game operation are recognized by the game machine to enable that player to dynamically select between a plurality of different available operation modes for controlling movement of the object.

31. (Previously Presented) The golf game machine according to claim 10, further comprising moving-direction calculation means which calculates a moving direction of the ball in the game field according to the shot power and the hit location.

32. (Previously Presented) The golf game machine according to claim 31, further comprising tentative hit-location setting means which receives, prior to start of movement of the cursor by the moving start means, an input of a player's desired tentative hit location on a circular shaped image, which is modeled on the ball displayed on the display device, and sets the tentative hit location, wherein

the moving-direction calculation means determines a final hit location by adjusting the tentative hit location according to the second position on the gauge determined by the second position determining means and calculates the moving direction of the ball according to the final hit location and the shot power.

33. (Previously Presented) The golf game machine according to claim 32, wherein the moving-direction calculation means determines the final hit location by adjusting the tentative hit location according to a deviation between a meet point displayed on the gauge and the second position.

34. (Previously Presented) The storage medium according to claim 25, wherein the golf game program further allows the computer to function as moving-direction calculation means which calculates a moving direction of the ball in the game field according to the shot power and the hit location.

35. (Previously Presented) The storage medium according to claim 34, wherein:
the golf game program further allows the computer to function as tentative hit-location setting means which receives, prior to start of movement of the cursor by the moving start means, an input of a player's desired tentative hit location on a circular shaped image, which is modeled on the ball displayed on the display device, and sets the tentative hit location; and

the moving-direction calculation means determines a final hit location by adjusting the tentative hit location according to the second position on the gauge determined by the second position determining means and calculates the moving direction of the ball according to the final hit location and the shot power.

36. (Previously Presented) The storage medium according to claim 35, wherein moving-direction calculation means determines the final hit location by adjusting the tentative hit location according to a deviation between a meet point displayed on the gauge and the second position.